

Risk assessment

Name of activity, event, and location	Outdoor Games	Date of risk assessment	21/04/2023	Name of person doing this risk assessment	Chris Wood
		Date of next review	20/04/2024, or earlier as appropriate		

What hazard have you identified? What are the risks from it?	Who is at risk?	How are the risks already controlled? What extra controls are needed?	What has changed that needs to be thought about and controlled?
<p>A hazard is something that may cause harm or damage. The risk is the harm that may occur from the hazard.</p>	For example: young people, adult volunteers, visitors	<p>Controls are ways of making the activity safer by removing or reducing the risk. For example, you may use a different piece of equipment or you might change the way you do the activity.</p>	<p>Keep checking throughout the activity in case you need to change what you're doing or even stop the activity.</p> <p>This is a great place to add comments which will be used as part of the review.</p>
Behaviour - Risk of over excitement	All Present	Everyone to follow section code of conduct that sets clear expectations and behaviour standards.	
Emergency aid	All Present	<ul style="list-style-type: none"> A qualified first aider will be present throughout the activity. A first aid kit will be on site during the activity. 	
Hazard - Ratio of adults to children Risk – injury due to insufficient supervision	All Present	<ul style="list-style-type: none"> At least minimum requirements for outside activities to be maintained. Beavers - 1 adult to 6 beavers plus leader in charge Cubs - 1 adult to 8 cubs plus leader in charge Scouts - 1 adult to 12 scouts plus leader in charge 	
Hazard - area for playing games Risk - injury	All Present	<ul style="list-style-type: none"> Adults to ensure that area is clear of dangerous debris, eg: old tent pegs, tools etc Leader to define playing area 	

You can find more information in the Safety checklist for leaders and at scouts.org.uk/safety

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		<ul style="list-style-type: none"> Adults to spread themselves around playing area 	
<p>Hazard - lost young persons Risk - injury/death</p>	Young People	<ul style="list-style-type: none"> Head count at start of meeting and at regular intervals Whistle or similar to end game, return to leader at pre-arranged meeting point Adults to be vigilant during game play 	
<p>Hazard - slips, trips and falls Risk - injury</p>	All Present	<ul style="list-style-type: none"> Leader to remind young people about uneven ground and suitable footwear to be worn (no flip flops etc) Leader to carry mobile phone with OSM app for home contacts 	
<p>Hazard – hit by balls during game, and falling awkwardly Risk - injury</p>	All Present	<ul style="list-style-type: none"> Leaders to brief young people on how to play the games safely, and where to stand to avoid getting hit by balls. Leaders to ensure that for the game where kids drop to the ground that this is done sensibly and carefully. Young people to be temporarily excluded from game for any deliberate and repeated offences. 	

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